

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended) A gaming device comprising:  
a processor;  
a plurality of reels controlled by the processor;  
a plurality of paylines associated with said reels; and  
means connected to the processor for enabling a player to wager at least one whole credit having a value, wherein the processor activates automatically apportions the at least one whole credit wagered across a number of the paylines ~~for the at least one credit wagered, wherein the processor is operable to determine by determining a~~ first fraction of said value to be wagered on a first activated payline and a second fraction of said value to be wagered on a second activated payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder as determined by the processor, and wherein the processor is adapted to generate a winning outcome, the winning outcome being a multiple of at least one of said first fraction of said value wagered and said second fraction of said value wagered.

Claim 2 (original) The gaming device of Claim 1, wherein the number of paylines are selected from the group consisting of: two, three, four, five, nine, ten, twelve, fifteen, twenty, twenty-five, thirty, forty and fifty.

Claim 3 (previously presented) The gaming device of Claim 1, wherein said wagering means includes a bet one credit button.

Claim 4 (previously presented) The gaming device of Claim 1, wherein the wagering means includes means for enabling the player to select said paylines for each fraction wagered.

Claim 5 (original) The gaming device of Claim 1, which includes means controlled by the processor for indicating the activated paylines.

Claim 6 (previously presented) The gaming device of Claim 1, which includes means controlled by the processor for indicating a total wagered on each activated payline.

Claim 7 (previously presented) The gaming device of Claim 6, wherein said number of paylines is selected from the group consisting of: two, three, four, five, nine, ten, twelve, fifteen, twenty, twenty-five, thirty, forty and fifty.

Claim 8 (original) The gaming device of Claim 7, which includes means connected to the processor for enabling the player to wager a plurality of credits.

Claim 9 (previously presented) The gaming device of Claim 7, wherein at least one of the first fraction and the second fraction is equal to the value wagered divided by the number of activated paylines.

Claim 10 (previously presented) The gaming device of Claim 1, wherein said processor decreases the fraction of the value wagered on each payline as the number of activated paylines increases.

Claim 11 (original) The gaming device of Claim 1, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 12 (original) The gaming device of Claim 1, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 13 (original) The gaming device of Claim 1, which includes means controlled by the processor for displaying each of the winning outcomes.

Claim 14 (previously presented) The gaming device of Claim 1, wherein the processor is adapted to activate all the paylines.

Claim 15 (currently amended) A gaming device comprising:

a processor;  
a plurality of reels controlled by the processor;  
a plurality of paylines associated with said reels; and  
means connected to the processor for enabling a player to wager at least one whole credit having a value, wherein the processor ~~activates automatically apportions the at least one whole credit wagered across a number of the paylines for the value wagered by the player, wherein the processor is operable to determine by determining~~ a first fraction of the value to be wagered on a first activated payline and a second fraction of the value to be wagered on a second activated payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder as determined by the processor, and wherein the processor is adapted to generate a winning outcome, the winning outcome being a multiple of at least one of said first fraction of value wagered and said second fraction of said value wagered.

Claim 16 (previously presented) The gaming device of Claim 15, wherein the wagering means includes means for enabling the player to select said paylines for each fraction wagered.

Claim 17 (original) The gaming device of Claim 15, which includes means controlled by the processor for indicating the activated paylines.

Claim 18 (previously presented) The gaming device of Claim 15, which includes means controlled by the processor for indicating a total wagered on each activated payline.

Claim 19 (original) The gaming device of Claim 15, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 20 (original) The gaming device of Claim 15, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 21 (currently amended) A gaming device comprising:

a processor;

a plurality of reels controlled by the processor;

a plurality of paylines associated with said reels; and

means connected to the processor for enabling a player to wager at least one whole credit having a value ~~and to activate~~, ~~wherein the processor automatically apportions the at least one whole credit wagered across a number of the paylines for the value at least one credit wagered by the player, wherein the processor is operable to determine~~ ~~by determining~~ a first fraction of said value to be wagered on a first activated payline and a second fraction of said value to be wagered on a second activated payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder as determined by the processor, and wherein the processor is adapted to generate a winning outcome, the winning outcome including a multiple of at least one of said first fraction of said value wagered and said second fraction of said value wagered.

Claim 22 (previously presented) The gaming device of Claim 21, wherein said wagering means includes means for enabling the player to wager a fraction of the value of the at least one credit.

Claim 23 (previously presented) The gaming device of Claim 21, wherein the wagering means includes means for enabling the player to select said paylines for each fraction wagered.

Claim 24 (original) The gaming device of Claim 21, which includes means controlled by the processor for indicating the activated paylines.

Claim 25 (previously presented) The gaming device of Claim 21, which wagering means enables the player to wager unequal fractions of the value wagered on said activated paylines.

Claim 26 (original) The gaming device of Claim 21, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 27 (original) The gaming device of Claim 21, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 28 (currently amended) A gaming device comprising:

a plurality of reels and a plurality of paylines associated with said reels displayed to a player;

means connected to the reels for enabling the player to wager at least one whole credit on said paylines, the at least one whole credit having a value; and

means connected to the wager means operable to ~~activate—automatically apportion the at least one whole credit wagered across~~ a number of the paylines, wherein by determining a first fraction of the value wagered ~~is to be~~ wagered on a first payline and a second fraction of the value wagered ~~is to be~~ wagered on a second payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder.

Claim 29 (original) The gaming device of Claim 28, wherein the payline activating means is a processor.

Claim 30 (original) The gaming device of Claim 28, wherein the payline activating means includes means for enabling the player to select the activated paylines.

Claim 31 (currently amended) A gaming device comprising:

a plurality of reels;

a plurality of paylines associated with said reels and displayed to a player;

means connected to the plurality of reels for enabling the player to wager at least one whole credit on said paylines, the at least one whole credit having a value; and

means connected to the wager means operable to ~~activate—automatically apportion the at least one whole credit wagered across~~ a number of the paylines, wherein by determining a first fraction of the value wagered ~~is to be~~ wagered on a first payline and a second fraction of the value wagered ~~is to be~~ wagered on a second payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder, and said first fraction and said second fraction decrease as the number of activated paylines increases.

Claim 32 (original) The gaming device of Claim 31, wherein the payline activating means is a processor.

Claim 33 (original) The gaming device of Claim 31, wherein the payline activating means includes means for enabling the player to select the activated paylines.

Claim 34 (currently amended) A gaming device comprising:

a plurality of reels;

a plurality of paylines associated with said reels and displayed to a player;

means for enabling the player to wager at least one whole credit on said paylines, the at least one whole credit having a value;

means operable to activate-automatically apportion the at least one whole credit wagered across a number of the paylines and to wager by determining a first fraction of the value to be wagered on a first payline and a second fraction of e the value to be wagered on a second payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder; and

a processor for controlling said reels, wagering means and activating means and for providing the player a multiple of the value wagered on each activated payline which has a winning outcome.

Claim 35 (currently amended) A method for operating a gaming device, said method comprising the steps of:

- (a) enabling a player to wager a-at least one whole credit having a value;
- (b) activating automatically apportioning the at least one whole credit wagered across a number of paylines, wherein a first payline is associated with by determining a first fraction of the wagered value for a first payline and a second payline is associated with a second fraction of the wagered value for a second payline, the first fraction being different than the second fraction if the wagered value divided by the number of activated paylines results in a remainder; and
- (c) providing a payout to the player for each activated payline which has a winning outcome, the payout being a multiple of at least one of the first fraction of the wagered value and the second fraction of the wagered value.

Claim 36 (withdrawn) A gaming device comprising:

a processor;  
a multi-hand video poker game controlled by the processor; and  
means connected to the processor for enabling a player to wager at least one credit, wherein the processor activates more than hand for at least one credit wagered, wherein a fraction of said credit wagered is wagered on each hand, and wherein the processor is adapted to provide to the player a winning outcome for each activated hand that is a multiple of said fraction of said credit wagered on each activated hand.

Claim 37 (withdrawn) The gaming device of Claim 36, wherein said wagering means includes means for enabling the player to wager a fraction of each of a plurality of credits on said hands.

Claim 38 (withdrawn) The gaming device of Claim 36, wherein the wagering means includes means for enabling the player to select said hands for each credit wagered.

Claim 39 (withdrawn) The gaming device of Claim 36, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 40 (withdrawn) The gaming device of Claim 36, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 41 (withdrawn) A gaming device comprising:

a processor;  
a multi-hand video poker game controlled by the processor; and

means connected to the processor for enabling a player to wager at least one credit and to activate more than one of the hands for at least one credit wagered by the player, wherein a fraction of said credit wagered is wagered on each activated hand, and wherein the processor is adapted to provide to the player a winning outcome for each activated hand that is a multiple of said fraction of said credit wagered on each activated hand.

Claim 42 (withdrawn) The gaming device of Claim 41, wherein said wagering means includes means for enabling the player to wager a fraction of each of a plurality of credits on each of said hands.

Claim 43 (withdrawn) The gaming device of Claim 41, wherein the wagering means includes means for enabling the player to select said hands for each credit wagered.

Claim 44 (currently amended) A gaming device comprising:

a processor;

a multi-play game controlled by the processor; and

means connected to the processor for enabling a player to wager at least one whole credit having a value, wherein the processor is operable to activate-automatically apportion the at least one whole credit wagered across a number plays ~~for the value wagered by the player, wherein by determining~~ a first fraction of said value wagered is wagered ~~on~~for a first of said activated plays and a second fraction of said value wagered ~~is wagered on~~for a second of said activated plays, the first fraction being different than the second fraction if the value wagered divided by the number of activated plays results in a remainder, and wherein the processor is adapted to provide to the player a winning outcome for each activated play that is a multiple of at least one of said fractions of said value wagered on each activated play.

Claim 45 (previously presented) The gaming device of Claim 44, wherein the wagering means includes means for enabling the player to select said plays for each fraction wagered.

Claim 46 (original) The gaming device of Claim 44, which includes means controlled by the processor for indicating the activated plays.

Claim 47 (previously presented) The gaming device of Claim 44, which includes means controlled by the processor for indicating a total of the fractions of said value wagered on each activated play.

Claim 48 (currently amended) A gaming device comprising:

a processor;

a multi-play game controlled by the processor; and

means connected to the processor for enabling a player to wager at least one whole credit having a value and to activate automatically apportion the at least one whole credit wagered across a number of plays ~~for the at least one credit wagered by the player, wherein by determining~~ a first fraction of said value wagered is wagered ~~on~~ for a first activated play and a second fraction of said value wagered is wagered ~~on~~ for a second activated play, the first fraction being different than the second fraction if the value wagered divided by the number of activated plays results in a remainder, and wherein the processor is adapted to provide to the player a winning outcome for each activated play that is a multiple of at least one of said fractions of said value wagered on each activated play.